<!DOCTYPE html>

<html>

<head>

    <meta charset="UTF-8">

    <meta name="authoring-tool" content="Adobe\_Animate\_CC">

    <title>SPACE\_WAR</title>

    <script src="https://code.createjs.com/1.0.0/createjs.min.js"></script>

    <script src="SPACE\_WAR.js?1592651286108"></script>

    <!-- 引入css -->

    <link rel="stylesheet" href="./SPACE\_WAR.css">

    <!-- 引入碰撞函數 -->

    <script src="./ndgmr.Collision.js"></script>

    <script>

        var canvas, stage, exportRoot, anim\_container, dom\_overlay\_container, fnStartAnimation;

        function init() {

            canvas = document.getElementById("canvas");

            anim\_container = document.getElementById("animation\_container");

            dom\_overlay\_container = document.getElementById("dom\_overlay\_container");

            var comp = AdobeAn.getComposition("0356A0DF8E8F4448B3C6AC8B88E2FDE9");

            var lib = comp.getLibrary();

            var loader = new createjs.LoadQueue(false);

            loader.addEventListener("fileload", function (evt) {

                handleFileLoad(evt, comp)

            });

            loader.addEventListener("complete", function (evt) {

                handleComplete(evt, comp)

            });

            var lib = comp.getLibrary();

            loader.loadManifest(lib.properties.manifest);

        }

        function handleFileLoad(evt, comp) {

            var images = comp.getImages();

            if (evt && (evt.item.type == "image")) {

                images[evt.item.id] = evt.result;

            }

        }

        function handleComplete(evt, comp) {

            //This function is always called, irrespective of the content. You can use the variable "stage" after it is created in token create\_stage.

            var lib = comp.getLibrary();

            var ss = comp.getSpriteSheet();

            var queue = evt.target;

            var ssMetadata = lib.ssMetadata;

            for (i = 0; i < ssMetadata.length; i++) {

                ss[ssMetadata[i].name] = new createjs.SpriteSheet({

                    "images": [queue.getResult(ssMetadata[i].name)],

                    "frames": ssMetadata[i].frames

                })

            }

            //判定是否勝利

            var is\_win = false;

            //判定是否開始

            var is\_start = false;

            //判定是否死亡

            var is\_GAMEOVER = false;

            //建立背景物件

            exportRoot = new lib.SPACE\_WAR();

            stage = new lib.Stage(canvas);

            //顯示背景

            stage.addChild(exportRoot);

            //建立飛船物件

            var ship = new lib.sh();

            //設定飛船初始位置

            ship.x = 512;

            ship.y = 660;

            //螢幕上顯示飛船

            exportRoot.addChild(ship);

            //預設水平與垂直移動變數為0

            var H = 0;

            var V = 0;

            //設定每次移動的距離

            var D = 20;

            //預設鍵盤按下布林值為否

            var is\_KD = false;

            //預設分數變數為0分

            var score = 199;

            //預設血量100

            var Hp = 100;

            //for a1

            //預設a1子彈數為0

            var a1\_num = 0;

            //預設裝a1子彈的陣列

            var a1\_array = [0];

            //產生a1子彈的Fn

            var a1\_generate = function () {

                let a1 = new lib.a1();

                return a1;

            }

            //for a2

            //預設a2雷球數為0

            var a2\_num = 0;

            //預設裝a2雷球的陣列

            var a2\_array = [0];

            //產生a2雷球的Fn

            var a2\_generate = function () {

                let a2 = new lib.a2();

                return a2;

            }

            //for a4

            //預設a4脈衝波數為0

            var a4\_num = 0;

            //預設裝a4脈衝波的陣列

            var a4\_array = [0];

            //產生a4脈衝波的Fn

            var a4\_generate = function () {

                let a4 = new lib.a4();

                return a4;

            }

            //for a6

            //預設a6強化子彈數為0

            var a6\_num = 0;

            //預設裝a6強化子彈的陣列

            var a6\_array = [0];

            //產生a6強化子彈的Fn

            var a6\_generate = function () {

                let a6 = new lib.a6();

                return a6;

            }

            //for a7

            //預設a7月牙天衝數為0

            var a7\_num = 0;

            //預設裝a7月牙天衝的陣列

            var a7\_array = [0];

            //產生a7月牙天衝的Fn

            var a7\_generate = function () {

                let a7 = new lib.a7();

                return a7;

            }

            const sounds = [{

                    src: "./音效/game\_start.mp3",

                    id: "game\_start"

                },

                {

                    src: "./音效/attack1.mp3",

                    id: "attack1"

                },

                {

                    src: "./音效/boom.mp3",

                    id: "boom"

                },

                {

                    src: "./音效/hit1.mp3",

                    id: "hit1"

                },

                {

                    src: "./音效/doong.mp3",

                    id: "doong"

                },

                {

                    src: "./音效/lazer.mp3",

                    id: "lazer"

                },

                {

                    src: "./音效/ping.mp3",

                    id: "ping"

                },

                {

                    src: "./音效/devil\_scared1.mp3",

                    id: "devil\_scared1"

                },

                {

                    src: "./音效/devil\_scared2.mp3",

                    id: "devil\_scared2"

                },

                {

                    src: "./音效/harmed.mp3",

                    id: "harmed"

                },

                {

                    src: "./音效/lightning.mp3",

                    id: "lightning"

                },

                {

                    src: "./音效/attack7.mp3",

                    id: "attack7"

                },

                {

                    src: "./音效/striking.mp3",

                    id: "striking"

                },

                {

                    src: "./音效/impact.mp3",

                    id: "impact"

                },

                {

                    src: "./音效/game\_over.mp3",

                    id: "game\_over"

                },

                {

                    src: "./音效/hp\_up.mp3",

                    id: "hp\_up"

                },

                {

                    src: "./音效/win.mp3",

                    id: "win"

                },

                {

                    src: "./音效/boss.mp3",

                    id: "boss"

                },

            ];

            createjs.Sound.alternateExtensions = ["mp3"];

            createjs.Sound.registerSounds(sounds, "./");

            //遊戲開始點擊按鈕

            document.querySelector("#start").addEventListener("click", () => {

                createjs.Sound.play("game\_start");

                is\_start = true;

                document.querySelector("#start").style.display = "none";

                //設定鍵盤監聽事件

                window.addEventListener("keydown", KDF)

                window.addEventListener("keyup", KUF)

                window.removeEventListener("keydown", start)

            })

            //遊戲開始空白建按鈕

            window.addEventListener("keydown", start)

            function start(e) {

                if (e.keyCode === 32) {

                    is\_start = true;

                    createjs.Sound.play("game\_start");

                    document.querySelector("#start").style.display = "none";

                    //設定鍵盤監聽事件

                    window.addEventListener("keydown", KDF)

                    window.addEventListener("keyup", KUF)

                    window.removeEventListener("keydown", start)

                }

            }

            //遊戲重新開始按鈕

            document.querySelector("#restart").addEventListener("click", () => {

                window.location.reload()

            })

            // 怪物1

            let monster1 = setInterval(() => {

                if (score >= 0 && score <= 75) {

                    if (is\_start) {

                        let m = new lib.m1();

                        //(最大值-最小值+1)\*亂數 +最小值

                        m.x = Math.floor(Math.random() \* (924 - 100 + 1) + 100);

                        m.y = -50;

                        m.scaleX = 1.5;

                        m.scaleY = 1.5;

                        exportRoot.addChild(m);

                        let HP = 1;

                        let is\_died = false;

                        createjs.Tween.get(m)

                            .to({

                                y: 768,

                            }, 15000)

                            .call(() => {

                                Hp -= HP;

                                document.querySelector(".hp").style.width = `${Hp}%`;

                                createjs.Tween.removeTweens(m);

                                exportRoot.removeChild(m);

                            })

                            .addEventListener("change", () => {

                                for (let i = 0; i <= a1\_num; i++) {

                                    if (a1\_array[i] == 0) {

                                        continue;

                                    } else {

                                        let hit\_target = ndgmr.checkRectCollision(a1\_array[i], m);

                                        if (hit\_target) {

                                            HP -= 1;

                                            if (HP <= 0) {

                                                function del() {

                                                    createjs.Tween.removeTweens(m);

                                                    exportRoot.removeChild(m);

                                                    score += 1;

                                                    document.querySelector(".score").innerHTML = score;

                                                }

                                                if (is\_died) {

                                                    break;

                                                } else {

                                                    is\_died = true;

                                                    createjs.Sound.play("boom");

                                                    m.gotoAndPlay("boom");

                                                    setTimeout(del, 100);

                                                }

                                            }

                                            createjs.Tween.removeTweens(a1\_array[i]);

                                            exportRoot.removeChild(a1\_array[i]);

                                            a1\_array[i] = 0;

                                        }

                                    }

                                }

                                for (let i = 0; i <= a4\_num; i++) {

                                    if (a4\_array[i] == 0) {

                                        continue;

                                    } else {

                                        let hit\_target = ndgmr.checkRectCollision(a4\_array[i], m);

                                        if (hit\_target) {

                                            HP -= 100;

                                            if (HP <= 0) {

                                                function del() {

                                                    createjs.Tween.removeTweens(m);

                                                    exportRoot.removeChild(m);

                                                    score += 1;

                                                    document.querySelector(".score").innerHTML = score;

                                                }

                                                if (is\_died) {

                                                    break;

                                                } else {

                                                    is\_died = true;

                                                    createjs.Sound.play("boom");

                                                    m.gotoAndPlay("boom");

                                                    setTimeout(del, 100);

                                                }

                                            }

                                        }

                                    }

                                }

                                for (let i = 0; i <= a7\_num; i++) {

                                    if (a7\_array[i] == 0) {

                                        continue;

                                    } else {

                                        let hit\_target = ndgmr.checkRectCollision(a7\_array[i], m);

                                        if (hit\_target) {

                                            HP -= 10;

                                            if (HP <= 0) {

                                                function del() {

                                                    createjs.Tween.removeTweens(m);

                                                    exportRoot.removeChild(m);

                                                    score += 1;

                                                    document.querySelector(".score").innerHTML = score;

                                                }

                                                if (is\_died) {

                                                    break;

                                                } else {

                                                    is\_died = true;

                                                    createjs.Sound.play("boom");

                                                    m.gotoAndPlay("boom");

                                                    setTimeout(del, 100);

                                                }

                                            }

                                        }

                                    }

                                }

                                for (let i = 0; i <= a2\_num; i++) {

                                    if (a2\_array[i] == 0) {

                                        continue;

                                    } else {

                                        let hit\_target = ndgmr.checkRectCollision(a2\_array[i], m);

                                        if (hit\_target) {

                                            HP -= 2;

                                            createjs.Tween.removeTweens(a2\_array[i]);

                                            exportRoot.removeChild(a2\_array[i]);

                                            a2\_array[i] = 0;

                                            if (HP <= 0) {

                                                function del() {

                                                    createjs.Tween.removeTweens(m);

                                                    exportRoot.removeChild(m);

                                                    score += 1;

                                                    document.querySelector(".score").innerHTML = score;

                                                }

                                                if (is\_died) {

                                                    break;

                                                } else {

                                                    is\_died = true;

                                                    createjs.Sound.play("boom");

                                                    m.gotoAndPlay("boom");

                                                    setTimeout(del, 100);

                                                }

                                            }

                                        }

                                    }

                                }

                                if (ndgmr.checkRectCollision(ship, m)) {

                                    if (is\_died) {

                                        return

                                    } else {

                                        is\_died = true;

                                        Hp -= HP;

                                        document.querySelector(".hp").style.width = `${Hp}%`;

                                        createjs.Sound.play("boom");

                                        m.gotoAndPlay("boom");

                                        ship.gotoAndPlay("hit");

                                        function del() {

                                            createjs.Tween.removeTweens(m);

                                            exportRoot.removeChild(m);

                                            ship.gotoAndPlay("stop");

                                        }

                                        setTimeout(del, 200);

                                    }

                                }

                                if (is\_GAMEOVER || is\_win) {

                                    createjs.Tween.removeTweens(m);

                                    exportRoot.removeChild(m);

                                    clearInterval(monster1);

                                }

                            })

                    }

                }

            }, 1000)

            //怪物2

            let monster2 = setInterval(() => {

                if (score >= 25 && score <= 100) {

                    let m = new lib.m2();

                    //(最大值-最小值+1)\*亂數 +最小值

                    m.x = Math.floor(Math.random() \* (924 - 100 + 1) + 100);

                    m.y = -100;

                    exportRoot.addChild(m);

                    let HP = 2;

                    let is\_died = false;

                    createjs.Tween.get(m)

                        .to({

                            y: 768

                        }, 25000)

                        .call(() => {

                            is\_died = true;

                            Hp -= HP;

                            document.querySelector(".hp").style.width = `${Hp}%`;

                            createjs.Tween.removeTweens(m);

                            exportRoot.removeChild(m);

                        })

                        .addEventListener("change", () => {

                            for (let i = 0; i <= a1\_num; i++) {

                                if (a1\_array[i] == 0) {

                                    continue;

                                } else {

                                    let hit\_target = ndgmr.checkRectCollision(a1\_array[i], m);

                                    if (hit\_target) {

                                        HP -= 1;

                                        if (HP >= 1) {

                                            createjs.Sound.play("hit1");

                                        }

                                        if (HP == 1) {

                                            m.gotoAndPlay("run2");

                                        }

                                        if (HP <= 0) {

                                            function del() {

                                                createjs.Tween.removeTweens(m);

                                                exportRoot.removeChild(m);

                                                score += 1;

                                                document.querySelector(".score").innerHTML = score;

                                            }

                                            if (is\_died) {

                                                break;

                                            } else {

                                                is\_died = true;

                                                createjs.Sound.play("boom");

                                                m.gotoAndPlay("boom");

                                                setTimeout(del, 100);

                                            }

                                        }

                                        createjs.Tween.removeTweens(a1\_array[i]);

                                        exportRoot.removeChild(a1\_array[i]);

                                        a1\_array[i] = 0;

                                    }

                                }

                            }

                            for (let i = 0; i <= a4\_num; i++) {

                                if (a4\_array[i] == 0) {

                                    continue;

                                } else {

                                    let hit\_target = ndgmr.checkRectCollision(a4\_array[i], m);

                                    if (hit\_target) {

                                        HP -= 100;

                                        if (HP <= 0) {

                                            function del() {

                                                createjs.Tween.removeTweens(m);

                                                exportRoot.removeChild(m);

                                                score += 1;

                                                document.querySelector(".score").innerHTML = score;

                                            }

                                            if (is\_died) {

                                                break;

                                            } else {

                                                is\_died = true;

                                                createjs.Sound.play("boom");

                                                m.gotoAndPlay("boom");

                                                setTimeout(del, 100);

                                            }

                                        }

                                    }

                                }

                            }

                            for (let i = 0; i <= a7\_num; i++) {

                                if (a7\_array[i] == 0) {

                                    continue;

                                } else {

                                    let hit\_target = ndgmr.checkRectCollision(a7\_array[i], m);

                                    if (hit\_target) {

                                        HP -= 100;

                                        if (HP <= 0) {

                                            function del() {

                                                createjs.Tween.removeTweens(m);

                                                exportRoot.removeChild(m);

                                                score += 1;

                                                document.querySelector(".score").innerHTML = score;

                                            }

                                            if (is\_died) {

                                                break;

                                            } else {

                                                is\_died = true;

                                                createjs.Sound.play("boom");

                                                m.gotoAndPlay("boom");

                                                setTimeout(del, 100);

                                            }

                                        }

                                    }

                                }

                            }

                            for (let i = 0; i <= a2\_num; i++) {

                                if (a2\_array[i] == 0) {

                                    continue;

                                } else {

                                    let hit\_target = ndgmr.checkRectCollision(a2\_array[i], m);

                                    if (hit\_target) {

                                        HP -= 2;

                                        createjs.Tween.removeTweens(a2\_array[i]);

                                        exportRoot.removeChild(a2\_array[i]);

                                        a2\_array[i] = 0;

                                        if (HP <= 0) {

                                            function del() {

                                                createjs.Tween.removeTweens(m);

                                                exportRoot.removeChild(m);

                                                score += 1;

                                                document.querySelector(".score").innerHTML = score;

                                            }

                                            if (is\_died) {

                                                break;

                                            } else {

                                                is\_died = true;

                                                createjs.Sound.play("boom");

                                                m.gotoAndPlay("boom");

                                                setTimeout(del, 100);

                                            }

                                        }

                                    }

                                }

                            }

                            if (ndgmr.checkRectCollision(ship, m)) {

                                if (is\_died) {

                                    return

                                } else {

                                    is\_died = true;

                                    Hp -= HP;

                                    document.querySelector(".hp").style.width = `${Hp}%`;

                                    createjs.Sound.play("boom");

                                    m.gotoAndPlay("boom");

                                    ship.gotoAndPlay("hit");

                                    function del() {

                                        createjs.Tween.removeTweens(m);

                                        exportRoot.removeChild(m);

                                        ship.gotoAndPlay("stop");

                                    }

                                    setTimeout(del, 200);

                                }

                            }

                            if (is\_GAMEOVER || is\_win) {

                                createjs.Tween.removeTweens(m);

                                exportRoot.removeChild(m);

                                clearInterval(monster2);

                            }

                        })

                    setInterval(() => {

                        ship.gotoAndPlay("stop");

                        let left = 0;

                        left = Math.random() >= 0.5 ? false : true;

                        if (HP == 1) {

                            if (!is\_died) {

                                let F1 = new lib.fi1;

                                exportRoot.addChild(F1);

                                F1.x = (m.x);

                                F1.y = 0;

                                createjs.Tween.get(F1)

                                    .to({

                                        y: 768,

                                    }, 5000)

                                    .call(() => {

                                        createjs.Tween.removeTweens(F1);

                                        exportRoot.removeChild(F1);

                                    })

                                    .addEventListener("change", () => {

                                        if (left) {

                                            F1.x -= 10;

                                        } else {

                                            F1.x += 10;

                                        }

                                        if (F1.x >= 1024) {

                                            left = true;

                                        }

                                        if (F1.x <= 0) {

                                            left = false;

                                        }

                                        let hit = ndgmr.checkRectCollision(ship, F1);

                                        if (hit) {

                                            Hp -= 1;

                                            document.querySelector(".hp").style.width =

                                                `${Hp}%`;

                                            createjs.Sound.play("harmed");

                                            ship.gotoAndPlay("hit");

                                            createjs.Tween.removeTweens(F1);

                                            exportRoot.removeChild(F1);

                                        }

                                        if (is\_GAMEOVER || is\_win) {

                                            createjs.Tween.removeTweens(F1);

                                            exportRoot.removeChild(F1);

                                        }

                                    })

                            }

                        }

                    }, 800)

                }

            }, 2000)

            //怪物3

            let monster3 = setInterval(() => {

                if (score >= 75 && score <= 150) {

                    let m = new lib.m3();

                    //(最大值-最小值+1)\*亂數 +最小值

                    m.x = Math.floor(Math.random() \* (924 - 100 + 1) + 100);

                    m.y = -100;

                    exportRoot.addChild(m);

                    let HP = 3;

                    let is\_died = false;

                    createjs.Tween.get(m)

                        .to({

                            y: 768

                        }, 25000)

                        .call(() => {

                            is\_died = true;

                            Hp -= HP;

                            document.querySelector(".hp").style.width = `${Hp}%`;

                            createjs.Tween.removeTweens(m);

                            exportRoot.removeChild(m);

                        })

                        .addEventListener("change", () => {

                            for (let i = 0; i <= a1\_num; i++) {

                                if (a1\_array[i] == 0) {

                                    continue;

                                } else {

                                    let hit\_target = ndgmr.checkRectCollision(a1\_array[i], m);

                                    if (hit\_target) {

                                        HP -= 1;

                                        if (HP >= 1) {

                                            createjs.Sound.play("striking");

                                        }

                                        if (HP == 2) {

                                            m.gotoAndPlay("run3");

                                        }

                                        if (HP == 1) {

                                            m.gotoAndPlay("run2");

                                        }

                                        if (HP <= 0) {

                                            function del() {

                                                createjs.Tween.removeTweens(m);

                                                exportRoot.removeChild(m);

                                                score += 1;

                                                document.querySelector(".score").innerHTML = score;

                                            }

                                            if (is\_died) {

                                                break;

                                            } else {

                                                is\_died = true;

                                                createjs.Sound.play("boom");

                                                m.gotoAndPlay("boom");

                                                setTimeout(del, 100);

                                            }

                                        }

                                        createjs.Tween.removeTweens(a1\_array[i]);

                                        exportRoot.removeChild(a1\_array[i]);

                                        a1\_array[i] = 0;

                                    }

                                }

                            }

                            for (let i = 0; i <= a4\_num; i++) {

                                if (a4\_array[i] == 0) {

                                    continue;

                                } else {

                                    let hit\_target = ndgmr.checkRectCollision(a4\_array[i], m);

                                    if (hit\_target) {

                                        HP -= 100;

                                        if (HP <= 0) {

                                            function del() {

                                                createjs.Tween.removeTweens(m);

                                                exportRoot.removeChild(m);

                                                score += 1;

                                                document.querySelector(".score").innerHTML = score;

                                            }

                                            if (is\_died) {

                                                break;

                                            } else {

                                                is\_died = true;

                                                createjs.Sound.play("boom");

                                                m.gotoAndPlay("boom");

                                                setTimeout(del, 100);

                                            }

                                        }

                                    }

                                }

                            }

                            for (let i = 0; i <= a7\_num; i++) {

                                if (a7\_array[i] == 0) {

                                    continue;

                                } else {

                                    let hit\_target = ndgmr.checkRectCollision(a7\_array[i], m);

                                    if (hit\_target) {

                                        HP -= 10;

                                        if (HP <= 0) {

                                            function del() {

                                                createjs.Tween.removeTweens(m);

                                                exportRoot.removeChild(m);

                                                score += 1;

                                                document.querySelector(".score").innerHTML = score;

                                            }

                                            if (is\_died) {

                                                break;

                                            } else {

                                                is\_died = true;

                                                createjs.Sound.play("boom");

                                                m.gotoAndPlay("boom");

                                                setTimeout(del, 100);

                                            }

                                        }

                                    }

                                }

                            }

                            for (let i = 0; i <= a2\_num; i++) {

                                if (a2\_array[i] == 0) {

                                    continue;

                                } else {

                                    let hit\_target = ndgmr.checkRectCollision(a2\_array[i], m);

                                    if (hit\_target) {

                                        if (HP >= 1) {

                                            createjs.Sound.play("striking");

                                        }

                                        HP -= 2;

                                        createjs.Tween.removeTweens(a2\_array[i]);

                                        exportRoot.removeChild(a2\_array[i]);

                                        a2\_array[i] = 0;

                                        if (HP == 1) {

                                            m.gotoAndPlay("run2");

                                        }

                                        if (HP <= 0) {

                                            function del() {

                                                createjs.Tween.removeTweens(m);

                                                exportRoot.removeChild(m);

                                                score += 1;

                                                document.querySelector(".score").innerHTML = score;

                                            }

                                            if (is\_died) {

                                                break;

                                            } else {

                                                is\_died = true;

                                                createjs.Sound.play("boom");

                                                m.gotoAndPlay("boom");

                                                setTimeout(del, 100);

                                            }

                                        }

                                    }

                                }

                            }

                            if (ndgmr.checkRectCollision(ship, m)) {

                                if (is\_died) {

                                    return

                                } else {

                                    is\_died = true;

                                    Hp -= HP;

                                    document.querySelector(".hp").style.width = `${Hp}%`;

                                    createjs.Sound.play("boom");

                                    ship.gotoAndPlay("hit");

                                    m.gotoAndPlay("boom");

                                    function del() {

                                        createjs.Tween.removeTweens(m);

                                        exportRoot.removeChild(m);

                                        ship.gotoAndPlay("stop");

                                    }

                                    setTimeout(del, 200);

                                }

                            }

                            if (is\_GAMEOVER || is\_win) {

                                createjs.Tween.removeTweens(m);

                                exportRoot.removeChild(m);

                                clearInterval(monster3);

                            }

                        })

                    setInterval(() => {

                        ship.gotoAndPlay("stop");

                        if (HP <= 2) {

                            if (!is\_died) {

                                let rot = 0;

                                let T = 3000;

                                if (HP <= 1) {

                                    rot = 360;

                                    T = 1500;

                                }

                                let a5 = new lib.a5;

                                exportRoot.addChild(a5);

                                a5.x = (m.x - 100);

                                a5.y = 0;

                                createjs.Tween.get(a5)

                                    .to({

                                        y: 768,

                                        x: ship.x,

                                        rotation: rot,

                                    }, T)

                                    .call(() => {

                                        createjs.Tween.removeTweens(a5);

                                        exportRoot.removeChild(a5);

                                    })

                                    .addEventListener("change", () => {

                                        let hit = ndgmr.checkRectCollision(ship, a5);

                                        if (hit) {

                                            Hp -= 1;

                                            document.querySelector(".hp").style.width = `${Hp}%`;

                                            createjs.Sound.play("harmed");

                                            ship.gotoAndPlay("hit");

                                            createjs.Tween.removeTweens(a5);

                                            exportRoot.removeChild(a5);

                                        }

                                        if (is\_GAMEOVER || is\_win) {

                                            createjs.Tween.removeTweens(a5);

                                            exportRoot.removeChild(a5);

                                        }

                                    })

                            }

                        }

                    }, 1000)

                }

            }, 2500)

            //怪物4

            let monster4 = setInterval(() => {

                if (score >= 100 && score <= 175) {

                    let m = new lib.m4();

                    //(最大值-最小值+1)\*亂數 +最小值

                    m.x = Math.floor(Math.random() \* (924 - 100 + 1) + 100);

                    m.y = -100;

                    exportRoot.addChild(m);

                    let HP = 6;

                    let is\_died = false;

                    let xxx = Math.floor(Math.random() \* (974 - 50 + 1) + 50)

                    createjs.Tween.get(m)

                        .to({

                            y: 768,

                            x: xxx

                        }, 25000)

                        .call(() => {

                            is\_died = true;

                            Hp -= HP;

                            document.querySelector(".hp").style.width = `${Hp}%`;

                            createjs.Tween.removeTweens(m);

                            exportRoot.removeChild(m);

                        })

                        .addEventListener("change", () => {

                            for (let i = 0; i <= a1\_num; i++) {

                                if (a1\_array[i] == 0) {

                                    continue;

                                } else {

                                    let hit\_target = ndgmr.checkRectCollision(a1\_array[i], m);

                                    if (hit\_target) {

                                        HP -= 1;

                                        if (HP >= 1) {

                                            createjs.Sound.play("ping");

                                        }

                                        if (HP <= 0) {

                                            function del() {

                                                createjs.Tween.removeTweens(m);

                                                exportRoot.removeChild(m);

                                                score += 1;

                                                document.querySelector(".score").innerHTML = score;

                                            }

                                            if (is\_died) {

                                                break;

                                            } else {

                                                is\_died = true;

                                                createjs.Sound.play("devil\_scared1");

                                                m.gotoAndPlay("boom");

                                                setTimeout(del, 100);

                                            }

                                        }

                                        createjs.Tween.removeTweens(a1\_array[i]);

                                        exportRoot.removeChild(a1\_array[i]);

                                        a1\_array[i] = 0;

                                    }

                                }

                            }

                            for (let i = 0; i <= a4\_num; i++) {

                                if (a4\_array[i] == 0) {

                                    continue;

                                } else {

                                    let hit\_target = ndgmr.checkRectCollision(a4\_array[i], m);

                                    if (hit\_target) {

                                        HP -= 100;

                                        if (HP <= 0) {

                                            function del() {

                                                createjs.Tween.removeTweens(m);

                                                exportRoot.removeChild(m);

                                                score += 1;

                                                document.querySelector(".score").innerHTML = score;

                                            }

                                            if (is\_died) {

                                                break;

                                            } else {

                                                is\_died = true;

                                                createjs.Sound.play("devil\_scared1");

                                                m.gotoAndPlay("boom");

                                                setTimeout(del, 100);

                                            }

                                        }

                                    }

                                }

                            }

                            for (let i = 0; i <= a7\_num; i++) {

                                if (a7\_array[i] == 0) {

                                    continue;

                                } else {

                                    let hit\_target = ndgmr.checkRectCollision(a7\_array[i], m);

                                    if (hit\_target) {

                                        HP -= 10;

                                        if (HP <= 0) {

                                            function del() {

                                                createjs.Tween.removeTweens(m);

                                                exportRoot.removeChild(m);

                                                score += 1;

                                                document.querySelector(".score").innerHTML = score;

                                            }

                                            if (is\_died) {

                                                break;

                                            } else {

                                                is\_died = true;

                                                createjs.Sound.play("devil\_scared1");

                                                m.gotoAndPlay("boom");

                                                setTimeout(del, 100);

                                            }

                                        }

                                    }

                                }

                            }

                            for (let i = 0; i <= a2\_num; i++) {

                                if (a2\_array[i] == 0) {

                                    continue;

                                } else {

                                    let hit\_target = ndgmr.checkRectCollision(a2\_array[i], m);

                                    if (hit\_target) {

                                        if (HP >= 1) {

                                            createjs.Sound.play("ping");

                                        }

                                        HP -= 2;

                                        createjs.Tween.removeTweens(a2\_array[i]);

                                        exportRoot.removeChild(a2\_array[i]);

                                        a2\_array[i] = 0;

                                        if (HP <= 0) {

                                            function del() {

                                                createjs.Tween.removeTweens(m);

                                                exportRoot.removeChild(m);

                                                score += 1;

                                                document.querySelector(".score").innerHTML = score;

                                            }

                                            if (is\_died) {

                                                break;

                                            } else {

                                                is\_died = true;

                                                createjs.Sound.play("boom");

                                                m.gotoAndPlay("boom");

                                                setTimeout(del, 100);

                                            }

                                        }

                                    }

                                }

                            }

                            if (ndgmr.checkRectCollision(ship, m)) {

                                if (is\_died) {

                                    return

                                } else {

                                    is\_died = true;

                                    Hp -= HP;

                                    document.querySelector(".hp").style.width = `${Hp}%`;

                                    createjs.Sound.play("boom");

                                    ship.gotoAndPlay("hit");

                                    m.gotoAndPlay("boom");

                                    function del() {

                                        createjs.Tween.removeTweens(m);

                                        exportRoot.removeChild(m);

                                        ship.gotoAndPlay("stop");

                                    }

                                    setTimeout(del, 200);

                                }

                            }

                            if (is\_GAMEOVER || is\_win) {

                                createjs.Tween.removeTweens(m);

                                exportRoot.removeChild(m);

                                clearInterval(monster4);

                            }

                        })

                    setInterval(() => {

                        if (!is\_died) {

                            let R = new lib.ro;

                            let is\_hit = false;

                            exportRoot.addChild(R);

                            R.x = 1300;

                            R.y = Math.floor(Math.random() \* 769);

                            createjs.Tween.get(R)

                                .to({

                                    x: 0,

                                    y: 760,

                                }, 3000)

                                .call(() => {

                                    createjs.Tween.removeTweens(R);

                                    exportRoot.removeChild(R);

                                })

                                .addEventListener("change", () => {

                                    let hit = ndgmr.checkRectCollision(ship, R);

                                    if (hit) {

                                        if (is\_hit) {

                                            return;

                                        } else {

                                            is\_hit = true;

                                            Hp -= 2;

                                            document.querySelector(".hp").style.width = `${Hp}%`;

                                            createjs.Sound.play("impact");

                                            ship.gotoAndPlay("hit");

                                            function del() {

                                                ship.gotoAndPlay("stop");

                                            }

                                            setTimeout(del, 200);

                                        }

                                    }

                                    if (is\_GAMEOVER || is\_win) {

                                        createjs.Tween.removeTweens(R);

                                        exportRoot.removeChild(R);

                                    }

                                })

                        }

                    }, Math.floor(Math.random() \* 3000 + 1000))

                }

            }, 2000)

            //怪物5

            let monster5 = setInterval(() => {

                if (score >= 150 && score <= 200) {

                    let m = new lib.m5();

                    //(最大值-最小值+1)\*亂數 +最小值

                    m.x = Math.floor(Math.random() \* (924 - 100 + 1) + 100);

                    m.y = 0;

                    exportRoot.addChild(m);

                    let HP = 10;

                    let is\_died = false;

                    left = Math.random() >= 0.5 ? false : true;

                    let dir = left;

                    createjs.Tween.get(m)

                        .to({

                            y: 768,

                        }, 15000)

                        .call(() => {

                            Hp -= HP;

                            is\_died = true;

                            document.querySelector(".hp").style.width = `${Hp}%`;

                            createjs.Tween.removeTweens(m);

                            exportRoot.removeChild(m);

                        })

                        .addEventListener("change", () => {

                            console.log(dir);

                            if (dir) {

                                m.x -= 10;

                            } else {

                                m.x += 10;

                            }

                            if (m.x >= 944) {

                                dir = true;

                            }

                            if (m.x <= 0) {

                                dir = false;

                            }

                            for (let i = 0; i <= a1\_num; i++) {

                                if (a1\_array[i] == 0) {

                                    continue;

                                } else {

                                    let hit\_target = ndgmr.checkRectCollision(a1\_array[i], m);

                                    if (hit\_target) {

                                        HP -= 1;

                                        if (HP >= 1) {

                                            createjs.Sound.play("doong");

                                        }

                                        if (HP <= 8 && HP >= 1) {

                                            m.gotoAndPlay("run2");

                                        }

                                        if (HP <= 0) {

                                            function del() {

                                                createjs.Tween.removeTweens(m);

                                                exportRoot.removeChild(m);

                                                score += 1;

                                                document.querySelector(".score").innerHTML = score;

                                            }

                                            if (is\_died) {

                                                break;

                                            } else {

                                                is\_died = true;

                                                createjs.Sound.play("devil\_scared2");

                                                m.gotoAndPlay("boom");

                                                setTimeout(del, 100);

                                            }

                                        }

                                        createjs.Tween.removeTweens(a1\_array[i]);

                                        exportRoot.removeChild(a1\_array[i]);

                                        a1\_array[i] = 0;

                                    }

                                }

                            }

                            for (let i = 0; i <= a4\_num; i++) {

                                if (a4\_array[i] == 0) {

                                    continue;

                                } else {

                                    let hit\_target = ndgmr.checkRectCollision(a4\_array[i], m);

                                    if (hit\_target) {

                                        HP -= 100;

                                        if (HP <= 0) {

                                            function del() {

                                                createjs.Tween.removeTweens(m);

                                                exportRoot.removeChild(m);

                                                score += 1;

                                                document.querySelector(".score").innerHTML = score;

                                            }

                                            if (is\_died) {

                                                break;

                                            } else {

                                                is\_died = true;

                                                createjs.Sound.play("devil\_scared2");

                                                m.gotoAndPlay("boom");

                                                setTimeout(del, 100);

                                            }

                                        }

                                    }

                                }

                            }

                            for (let i = 0; i <= a7\_num; i++) {

                                if (a7\_array[i] == 0) {

                                    continue;

                                } else {

                                    let hit\_target = ndgmr.checkRectCollision(a7\_array[i], m);

                                    if (hit\_target) {

                                        HP -= 10;

                                        if (HP <= 0) {

                                            function del() {

                                                createjs.Tween.removeTweens(m);

                                                exportRoot.removeChild(m);

                                                score += 1;

                                                document.querySelector(".score").innerHTML = score;

                                            }

                                            if (is\_died) {

                                                break;

                                            } else {

                                                is\_died = true;

                                                createjs.Sound.play("devil\_scared2");

                                                m.gotoAndPlay("boom");

                                                setTimeout(del, 100);

                                            }

                                        }

                                    }

                                }

                            }

                            for (let i = 0; i <= a2\_num; i++) {

                                if (a2\_array[i] == 0) {

                                    continue;

                                } else {

                                    let hit\_target = ndgmr.checkRectCollision(a2\_array[i], m);

                                    if (hit\_target) {

                                        if (HP >= 1) {

                                            createjs.Sound.play("doong");

                                        }

                                        HP -= 2;

                                        createjs.Tween.removeTweens(a2\_array[i]);

                                        exportRoot.removeChild(a2\_array[i]);

                                        a2\_array[i] = 0;

                                        if (HP <= 8 && HP >= 1) {

                                            m.gotoAndPlay("run2");

                                        }

                                        if (HP <= 0) {

                                            function del() {

                                                createjs.Tween.removeTweens(m);

                                                exportRoot.removeChild(m);

                                                score += 1;

                                                document.querySelector(".score").innerHTML = score;

                                            }

                                            if (is\_died) {

                                                break;

                                            } else {

                                                is\_died = true;

                                                createjs.Sound.play("devil\_scared2");

                                                m.gotoAndPlay("boom");

                                                setTimeout(del, 100);

                                            }

                                        }

                                    }

                                }

                            }

                            if (ndgmr.checkRectCollision(ship, m)) {

                                if (is\_died) {

                                    return

                                } else {

                                    is\_died = true;

                                    Hp -= HP;

                                    document.querySelector(".hp").style.width = `${Hp}%`;

                                    createjs.Sound.play("devil\_scared2");

                                    ship.gotoAndPlay("hit");

                                    m.gotoAndPlay("boom");

                                    function del() {

                                        createjs.Tween.removeTweens(m);

                                        exportRoot.removeChild(m);

                                        ship.gotoAndPlay("stop");

                                    }

                                    setTimeout(del, 200);

                                }

                            }

                            if (is\_GAMEOVER || is\_win) {

                                createjs.Tween.removeTweens(m);

                                exportRoot.removeChild(m);

                                clearInterval(monster5);

                            }

                        })

                    setInterval(() => {

                        if (!is\_died) {

                            let F = new lib.fi2;

                            let is\_hit = false;

                            exportRoot.addChild(F);

                            F.x = Math.floor(Math.random() \* (924 - 100 + 1) + 100);

                            F.y = 0;

                            tmp = Math.floor(Math.random() \* 769);

                            createjs.Tween.get(F)

                                .to({

                                    y: 768,

                                }, 1500)

                                .call(() => {

                                    createjs.Tween.removeTweens(F);

                                    exportRoot.removeChild(F);

                                })

                                .addEventListener("change", () => {

                                    if (F.y > tmp) {

                                        F.scaleX = 2;

                                        F.scaleY = 2;

                                    }

                                    let hit = ndgmr.checkRectCollision(ship, F);

                                    if (hit) {

                                        if (is\_hit) {

                                            return;

                                        } else {

                                            is\_hit = true;

                                            Hp -= 3;

                                            document.querySelector(".hp").style.width = `${Hp}%`;

                                            createjs.Sound.play("harmed");

                                            ship.gotoAndPlay("hit");

                                            function del() {

                                                createjs.Tween.removeTweens(F);

                                                exportRoot.removeChild(F);

                                                ship.gotoAndPlay("stop");

                                            }

                                            setTimeout(del, 200);

                                        }

                                    }

                                    if (is\_GAMEOVER || is\_win) {

                                        createjs.Tween.removeTweens(F);

                                        exportRoot.removeChild(F);

                                    }

                                })

                        }

                    }, Math.floor(Math.random() \* 2000 + 1500))

                }

            }, 2000)

            //鍵盤按下

            function KDF(e) {

                //回傳鍵盤按鍵的keyCode

                console.log(e.keyCode);

                //鍵盤keyCode紀錄 37左 38上 39右 40下

                //左右方向控制

                if (e.keyCode === 37 || e.keyCode === 39) {

                    //執行一次後直接擋掉避免重複執行，影像一直重新loading

                    if (is\_KD) return;

                    //控制is\_KD

                    is\_KD = true;

                    //移動方向控制

                    H = e.keyCode === 39 ? 1 : -1;

                    //移動時播放run狀態

                    ship.gotoAndPlay("run");

                }

                //上下方向控制

                if (e.keyCode === 38 || e.keyCode === 40) {

                    //執行一次後直接擋掉避免重複執行，影像一直重新loading

                    if (is\_KD) return;

                    //控制is\_KD

                    is\_KD = true;

                    //移動方向控制

                    V = e.keyCode === 38 ? -1 : 1;

                    //移動時播放run狀態

                    ship.gotoAndPlay("run");

                }

                //按空白鍵發射子彈

                if (e.keyCode === 32) {

                    createjs.Sound.play("attack1")

                    //子彈個數加1

                    a1\_num += 1;

                    //存一個區域變數值等於當時子彈個數

                    let tmp = a1\_num;

                    //呼叫Fn a1\_generate()產生子彈後存入a1\_array內之當下a1\_num值的位置

                    a1\_array[tmp] = a1\_generate();

                    //抓取當前飛船的相對位置

                    let ship\_x = (ship.x + 12);

                    let ship\_y = (ship.y - 23);

                    //設定子彈產生的位置

                    a1\_array[tmp].x = ship\_x;

                    a1\_array[tmp].y = ship\_y;

                    //螢幕上顯示子彈

                    exportRoot.addChild(a1\_array[tmp]);

                    //利用CreateJS的TweenJS實現移動與動畫效果

                    createjs.Tween.get(a1\_array[tmp])

                        //設定子彈物件產生後自動移動到y=-500位置(2.5秒內完成)，

                        .to({

                            y: -500

                        }, 2500)

                        //當達成to指令後消除物件與動畫

                        .call(() => {

                            createjs.Tween.removeTweens(a1\_array[tmp]);

                            exportRoot.removeChild(a1\_array[tmp]);

                        })

                }

                //按Q發射雷球

                if (e.keyCode === 81) {

                    createjs.Sound.play("lightning")

                    a2\_num += 1;

                    let tmp = a2\_num;

                    a2\_array[tmp] = a2\_generate();

                    let ship\_x = (ship.x + 7);

                    let ship\_y = (ship.y - 40);

                    a2\_array[tmp].x = ship\_x;

                    a2\_array[tmp].y = ship\_y;

                    a2\_array[tmp].scaleX = 0.5;

                    a2\_array[tmp].scaleY = 0.5;

                    exportRoot.addChild(a2\_array[tmp]);

                    createjs.Tween.get(a2\_array[tmp])

                        // 讓雷球轉360度(15秒內完成)

                        .to({

                            rotation: 180,

                        }, 15000)

                    createjs.Tween.get(a2\_array[tmp])

                        .to({

                            y: -500

                        }, 10000)

                        .call(() => {

                            createjs.Tween.removeTweens(a2\_array[tmp]);

                            exportRoot.removeChild(a2\_array[tmp]);

                        })

                }

                //按W發射月牙天衝

                if (e.keyCode === 87) {

                    createjs.Sound.play("attack7")

                    a7\_num += 1;

                    let tmp = a7\_num;

                    a7\_array[tmp] = a7\_generate();

                    let ship\_x = (ship.x + 50);

                    let ship\_y = (ship.y + 10);

                    a7\_array[tmp].x = ship\_x;

                    a7\_array[tmp].y = ship\_y;

                    exportRoot.addChild(a7\_array[tmp]);

                    createjs.Tween.get(a7\_array[tmp])

                        .to({

                            y: -500

                        }, 2500)

                        .call(() => {

                            createjs.Tween.removeTweens(a7\_array[tmp]);

                            exportRoot.removeChild(a7\_array[tmp]);

                        })

                        .addEventListener("change", () => {

                            if (a7\_array[tmp].y <= -250) {

                                createjs.Tween.removeTweens(a7\_array[tmp]);

                                exportRoot.removeChild(a7\_array[tmp]);

                                a7\_array[tmp] = 0;

                            }

                        })

                }

                //按E發射強化子彈

                // if (e.keyCode === 69) {

                //  a6\_num += 1;

                //  let tmp = a6\_num;

                //  a6\_array[tmp] = a6\_generate();

                //  let ship\_x = (ship.x + 45);

                //  let ship\_y = (ship.y - 20);

                //  a6\_array[tmp].x = ship\_x;

                //  a6\_array[tmp].y = ship\_y;

                //  exportRoot.addChild(a6\_array[tmp]);

                //  createjs.Tween.get(a6\_array[tmp])

                //      .to({

                //          y: -500

                //      }, 2500)

                //      .call(() => {

                //          createjs.Tween.removeTweens(a6\_array[tmp]);

                //          exportRoot.removeChild(a6\_array[tmp]);

                //      })

                //      .addEventListener("change", () => {

                //          if (a6\_array[tmp].y <= -250) {

                //              createjs.Tween.removeTweens(a6\_array[tmp]);

                //              exportRoot.removeChild(a6\_array[tmp]);

                //              a6\_array[tmp] = 0;

                //          }

                //      })

                // }

                //按R發射脈衝波

                if (e.keyCode === 82) {

                    createjs.Sound.play("lazer")

                    a4\_num += 1;

                    let tmp = a4\_num;

                    a4\_array[tmp] = a4\_generate();

                    let ship\_y = (ship.y - 20);

                    a4\_array[tmp].x = 0;

                    a4\_array[tmp].y = ship\_y;

                    exportRoot.addChild(a4\_array[tmp]);

                    createjs.Tween.get(a4\_array[tmp])

                        .to({

                            y: -500

                        }, 2500)

                        .call(() => {

                            createjs.Tween.removeTweens(a4\_array[tmp]);

                            exportRoot.removeChild(a4\_array[tmp]);

                        })

                        .addEventListener("change", () => {

                            if (a4\_array[tmp].y <= -250) {

                                createjs.Tween.removeTweens(a4\_array[tmp]);

                                exportRoot.removeChild(a4\_array[tmp]);

                                a4\_array[tmp] = 0;

                            }

                        })

                }

                if (e.keyCode === 83) {

                    createjs.Sound.play("hp\_up");

                    Hp = 100;

                    document.querySelector(".hp").style.width = `${Hp}%`;

                }

            }

            //鍵盤放開

            function KUF(e) {

                is\_KD = false;

                //停止移動時撥放stop狀態(飛船漂浮效果)

                ship.gotoAndPlay("stop");

                //將控制方向的值歸0

                H = 0;

                V = 0;

            }

            //設定監聽事件並執行Fn MOVE來達成ship移動

            createjs.Ticker.addEventListener("tick", MOVE)

            function MOVE() {

                //左右移動

                ship.x += D \* H;

                //上下移動

                ship.y += D \* V;

                if (ship.y <= -100) {

                    is\_win = true;

                }

            }

            createjs.Ticker.addEventListener("tick", BOSS)

            function BOSS() {

                if (score == 200) {

                    function boss\_music() {

                        createjs.Sound.play("boss");

                    }

                    setTimeout(boss\_music, 500)

                    is\_died = false;

                    is\_hit = false;

                    HP = 100;

                    score += 1

                    document.querySelector(".score").innerHTML = score;

                    let boss = new lib.hht();

                    exportRoot.addChild(boss);

                    boss.x = 540;

                    boss.y = 100;

                    function b1() {

                        is\_hit = false;

                        createjs.Tween.get(boss)

                            .to({

                                x: Math.floor(Math.random() \* (924 - 100 + 1) + 100),

                                y: Math.floor(Math.random() \* (450 - 50 + 1) + 50),

                            }, 1000)

                            .call(() => {

                                if (Math.random() > 0.6 ? true : false) {

                                    b3()

                                } else {

                                    b2()

                                }

                            })

                            .addEventListener("change", () => {

                                for (let i = 0; i <= a1\_num; i++) {

                                    if (a1\_array[i] == 0) {

                                        continue;

                                    } else {

                                        let hit\_target = ndgmr.checkRectCollision(a1\_array[i], boss);

                                        if (hit\_target) {

                                            HP -= 1;

                                            if (HP >= 1) {

                                                createjs.Sound.play("ping");

                                            }

                                            if (HP <= 0) {

                                                is\_win = true;

                                                function del() {

                                                    createjs.Tween.removeTweens(boss);

                                                    exportRoot.removeChild(boss);

                                                    score += 1000;

                                                    document.querySelector(".score").innerHTML = score;

                                                }

                                                if (is\_died) {

                                                    break;

                                                } else {

                                                    is\_died = true;

                                                    createjs.Sound.play("boom");

                                                    setTimeout(del, 100);

                                                }

                                            }

                                            createjs.Tween.removeTweens(a1\_array[i]);

                                            exportRoot.removeChild(a1\_array[i]);

                                            a1\_array[i] = 0;

                                        }

                                    }

                                }

                                if (is\_GAMEOVER || is\_win) {

                                    createjs.Tween.removeTweens(boss);

                                    exportRoot.removeChild(boss);

                                    ship.gotoAndPlay("stop");

                                }

                            })

                    }

                    function b2() {

                        createjs.Tween.get(boss)

                            .to({

                                x: Math.floor(Math.random() \* (924 - 100 + 1) + 100),

                                y: Math.floor(Math.random() \* (450 - 50 + 1) + 50),

                            }, 1000)

                            .call(() => {

                                b1()

                            })

                            .addEventListener("change", () => {

                                for (let i = 0; i <= a1\_num; i++) {

                                    if (a1\_array[i] == 0) {

                                        continue;

                                    } else {

                                        let hit\_target = ndgmr.checkRectCollision(a1\_array[i], boss);

                                        if (hit\_target) {

                                            HP -= 1;

                                            if (HP >= 1) {

                                                createjs.Sound.play("ping");

                                            }

                                            if (HP <= 0) {

                                                is\_win = true;

                                                function del() {

                                                    createjs.Tween.removeTweens(boss);

                                                    exportRoot.removeChild(boss);

                                                    score += 1000;

                                                    document.querySelector(".score").innerHTML = score;

                                                }

                                                if (is\_died) {

                                                    break;

                                                } else {

                                                    is\_died = true;

                                                    createjs.Sound.play("boom");

                                                    setTimeout(del, 100);

                                                }

                                            }

                                            createjs.Tween.removeTweens(a1\_array[i]);

                                            exportRoot.removeChild(a1\_array[i]);

                                            a1\_array[i] = 0;

                                        }

                                    }

                                }

                                if (is\_GAMEOVER || is\_win) {

                                    createjs.Tween.removeTweens(boss);

                                    exportRoot.removeChild(boss);

                                    ship.gotoAndPlay("stop");

                                }

                            })

                    }

                    function b3() {

                        createjs.Tween.get(boss)

                            .to({

                                x: ship.x,

                                y: ship.y

                            }, 100)

                            .call(() => {

                                b1()

                            })

                            .addEventListener("change", () => {

                                for (let i = 0; i <= a1\_num; i++) {

                                    if (a1\_array[i] == 0) {

                                        continue;

                                    } else {

                                        let hit\_target = ndgmr.checkRectCollision(a1\_array[i], boss);

                                        if (hit\_target) {

                                            HP -= 1;

                                            if (HP >= 1) {

                                                createjs.Sound.play("ping");

                                            }

                                            if (HP <= 0) {

                                                is\_win = true;

                                                function del() {

                                                    createjs.Tween.removeTweens(boss);

                                                    exportRoot.removeChild(boss);

                                                    score += 1000;

                                                    document.querySelector(".score").innerHTML = score;

                                                }

                                                if (is\_died) {

                                                    break;

                                                } else {

                                                    is\_died = true;

                                                    createjs.Sound.play("boom");

                                                    setTimeout(del, 100);

                                                }

                                            }

                                            createjs.Tween.removeTweens(a1\_array[i]);

                                            exportRoot.removeChild(a1\_array[i]);

                                            a1\_array[i] = 0;

                                        }

                                    }

                                }

                                if (ndgmr.checkRectCollision(ship, boss)) {

                                    if (is\_hit) {

                                        return

                                    } else {

                                        is\_hit = true;

                                        Hp -= 10;

                                        ship.gotoAndPlay("hit");

                                        createjs.Sound.play("harmed");

                                        document.querySelector(".hp").style.width = `${Hp}%`;

                                    }

                                }

                                if (is\_GAMEOVER || is\_win) {

                                    createjs.Tween.removeTweens(boss);

                                    exportRoot.removeChild(boss);

                                    ship.gotoAndPlay("stop");

                                }

                            })

                    }

                    b1()

                    createjs.Ticker.removeEventListener("tick", BOSS)

                }

            }

            createjs.Ticker.addEventListener("tick", CCS)

            function CCS() {

                if (score == 201) {

                    score += 1;

                    document.querySelector(".score").innerHTML = score;

                    let ccs = new lib.ccs();

                    exportRoot.addChild(ccs);

                    ccs.x = 100;

                    ccs.y = 550;

                    function c1() {

                        createjs.Tween.get(ccs)

                            .to({

                                x: 924,

                            }, ((Math.floor(Math.random() \* (2 - 0 + 1) + 0) \* 1000) + 1000))

                            .call(() => {

                                c2()

                            })

                            .addEventListener("change", () => {

                                for (let i = 0; i <= a1\_num; i++) {

                                    if (a1\_array[i] == 0) {

                                        continue;

                                    } else {

                                        let hit\_target = ndgmr.checkRectCollision(a1\_array[i], ccs);

                                        if (hit\_target) {

                                            createjs.Sound.play("ping");

                                            createjs.Tween.removeTweens(a1\_array[i]);

                                            exportRoot.removeChild(a1\_array[i]);

                                            a1\_array[i] = 0;

                                        }

                                    }

                                }

                                if (is\_win || is\_GAMEOVER) {

                                    createjs.Tween.removeTweens(ccs);

                                    exportRoot.removeChild(ccs);

                                }

                            })

                    }

                    function c2() {

                        createjs.Tween.get(ccs)

                            .to({

                                x: 100,

                            }, ((Math.floor(Math.random() \* (2 - 0 + 1) + 0) \* 1000) + 1000))

                            .call(() => {

                                c1()

                            })

                            .addEventListener("change", () => {

                                for (let i = 0; i <= a1\_num; i++) {

                                    if (a1\_array[i] == 0) {

                                        continue;

                                    } else {

                                        let hit\_target = ndgmr.checkRectCollision(a1\_array[i], ccs);

                                        if (hit\_target) {

                                            createjs.Sound.play("ping");

                                            createjs.Tween.removeTweens(a1\_array[i]);

                                            exportRoot.removeChild(a1\_array[i]);

                                            a1\_array[i] = 0;

                                        }

                                    }

                                }

                                if (is\_win || is\_GAMEOVER) {

                                    createjs.Tween.removeTweens(ccs);

                                    exportRoot.removeChild(ccs);

                                }

                            })

                    }

                    c1()

                    createjs.Ticker.removeEventListener("tick", CCS)

                }

            }

            createjs.Ticker.addEventListener("tick", JJS)

            function JJS() {

                if (score == 202) {

                    score += 1;

                    document.querySelector(".score").innerHTML = score;

                    let jjs = new lib.jjs();

                    exportRoot.addChild(jjs);

                    jjs.x = 924;

                    jjs.y = 400;

                    function j1() {

                        createjs.Tween.get(jjs)

                            .to({

                                x: 924,

                            }, ((Math.floor(Math.random() \* (2 - 0 + 1) + 0) \* 1000) + 1000))

                            .call(() => {

                                j2()

                            })

                            .addEventListener("change", () => {

                                for (let i = 0; i <= a1\_num; i++) {

                                    if (a1\_array[i] == 0) {

                                        continue;

                                    } else {

                                        let hit\_target = ndgmr.checkRectCollision(a1\_array[i], jjs);

                                        if (hit\_target) {

                                            createjs.Sound.play("ping");

                                            createjs.Tween.removeTweens(a1\_array[i]);

                                            exportRoot.removeChild(a1\_array[i]);

                                            a1\_array[i] = 0;

                                        }

                                    }

                                }

                                if (is\_win || is\_GAMEOVER) {

                                    createjs.Tween.removeTweens(jjs);

                                    exportRoot.removeChild(jjs);

                                }

                            })

                    }

                    function j2() {

                        createjs.Tween.get(jjs)

                            .to({

                                x: 100,

                            }, ((Math.floor(Math.random() \* (2 - 0 + 1) + 0) \* 1000) + 1000))

                            .call(() => {

                                j1()

                            })

                            .addEventListener("change", () => {

                                for (let i = 0; i <= a1\_num; i++) {

                                    if (a1\_array[i] == 0) {

                                        continue;

                                    } else {

                                        let hit\_target = ndgmr.checkRectCollision(a1\_array[i], jjs);

                                        if (hit\_target) {

                                            createjs.Sound.play("ping");

                                            createjs.Tween.removeTweens(a1\_array[i]);

                                            exportRoot.removeChild(a1\_array[i]);

                                            a1\_array[i] = 0;

                                        }

                                    }

                                }

                                if (is\_win || is\_GAMEOVER) {

                                    createjs.Tween.removeTweens(jjs);

                                    exportRoot.removeChild(jjs);

                                }

                            })

                    }

                    j2()

                    createjs.Ticker.removeEventListener("tick", JJS)

                }

            }

            createjs.Ticker.addEventListener("tick", GAMEOVER)

            function GAMEOVER() {

                if (Hp <= 0) {

                    is\_GAMEOVER = true;

                    createjs.Sound.play("game\_over");

                    document.querySelector("#game\_over").style.display = "flex";

                    document.querySelector("#restart").style.display = "flex";

                    window.removeEventListener("keydown", KDF)

                    window.removeEventListener("keyup", KUF)

                    createjs.Ticker.removeEventListener("tick", MOVE)

                    createjs.Ticker.removeEventListener("tick", BOSS)

                    createjs.Ticker.removeEventListener("tick", CCS)

                    createjs.Ticker.removeEventListener("tick", JJS)

                    createjs.Ticker.removeEventListener("tick", WIN)

                    createjs.Ticker.removeEventListener("tick", GAMEOVER)

                }

            }

            createjs.Ticker.addEventListener("tick", WIN)

            function WIN() {

                if (is\_win) {

                    createjs.Sound.play("win");

                    document.querySelector("#WIN\_GAME").style.display = "flex";

                    document.querySelector("#restart").style.display = "flex";

                    window.removeEventListener("keydown", KDF)

                    window.removeEventListener("keyup", KUF)

                    createjs.Ticker.removeEventListener("tick", MOVE)

                    createjs.Ticker.removeEventListener("tick", BOSS)

                    createjs.Ticker.removeEventListener("tick", CCS)

                    createjs.Ticker.removeEventListener("tick", JJS)

                    createjs.Ticker.removeEventListener("tick", GAMEOVER)

                    createjs.Ticker.removeEventListener("tick", WIN)

                }

            }

            //建立整個遊戲環境的監聽器

            fnStartAnimation = function () {

                createjs.Ticker.framerate = lib.properties.fps;

                createjs.Ticker.addEventListener("tick", stage);

            }

            //支援螢幕縮放

            AdobeAn.makeResponsive(false, 'both', false, 1, [canvas, anim\_container, dom\_overlay\_container]);

            AdobeAn

                .compositionLoaded(lib.properties.id);

            fnStartAnimation();

        }

    </script>

</head>

<body onload="init();" style="margin:0px;cursor: default;">

    <!-- 將遊戲畫面包在div.container內，預設置中 -->

    <div class="container">

        <!-- 利用h1.score顯示目前得分 -->

        <h1 class="score">0</h1>

        <div class="hpBar">

            <h2 style="color: white;">HP</h2>

            <div class="hpBox">

                <div class="hp"></div>

            </div>

        </div>

        <div id="start"><img src="./img/S\_\_4276288.gif"></div>

        <div id="game\_over"><img src="./img/GAME\_OVER.png"></div>

        <div id="restart"><img src="./img/RESTART.png"></div>

        <div id="WIN\_GAME"><img src="./img/WIN\_GAME.jpg"></div>

        <div id="animation\_container" style="background-color:rgba(255, 255, 255, 1.00); width:1024px; height:768px">

            <canvas id="canvas" width="1024" height="768"

                style="position: absolute; display: block; background-color:rgba(255, 255, 255, 1.00);z-index: 1;"></canvas>

            <div id="dom\_overlay\_container"

                style="pointer-events:none; overflow:hidden; width:1024px; height:768px; position: absolute; left: 0px; top: 0px; display: block;">

            </div>

        </div>

        <div>

            <footer>

                copyright &copy; Jim space\_war

                <h1>(2020前端程式設計)</h1>

                <a href="https://b06608062.github.io/" id="Me">About\_me</a>

            </footer>

        </div>

    </div>

    </div>

</body>

</html>